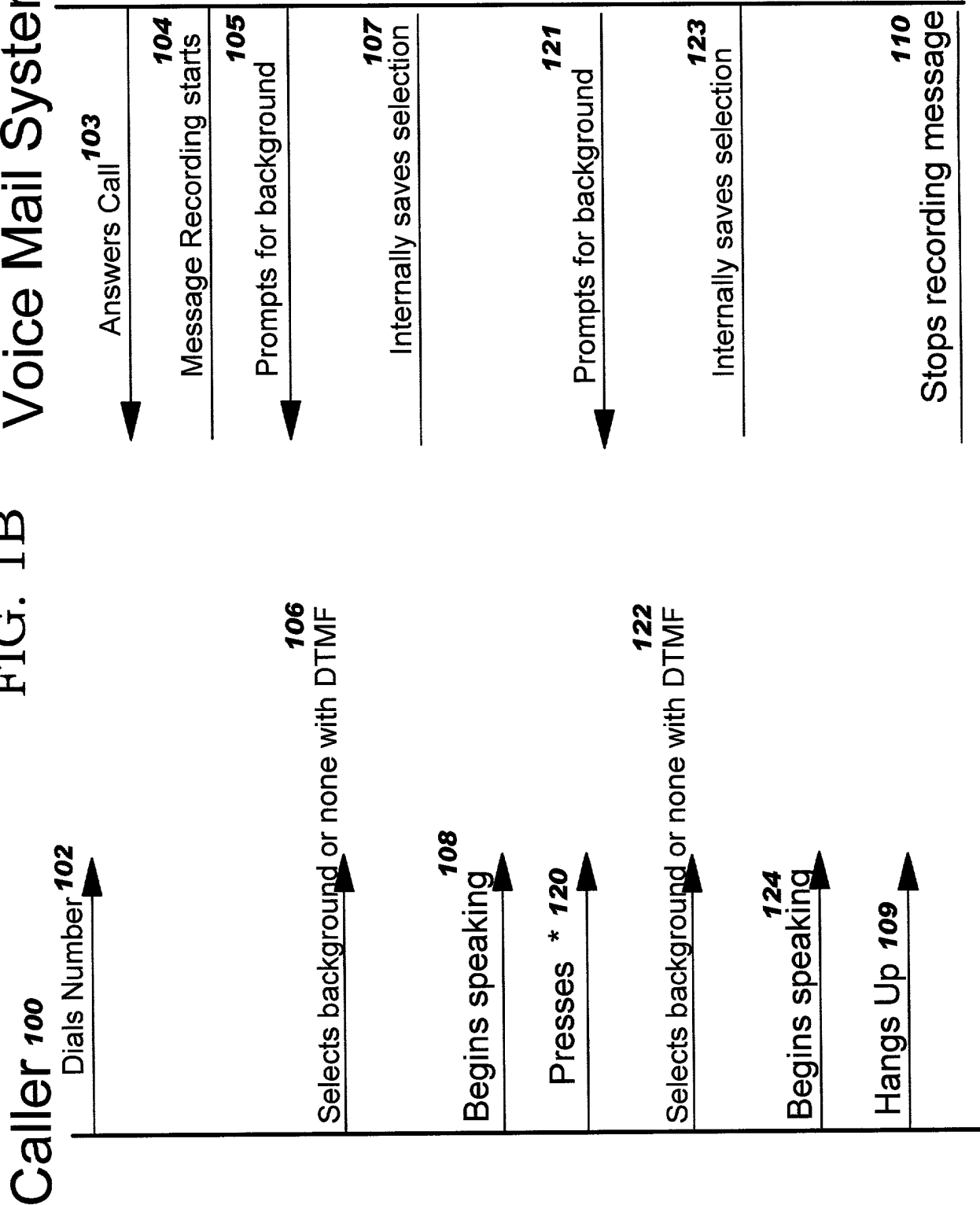
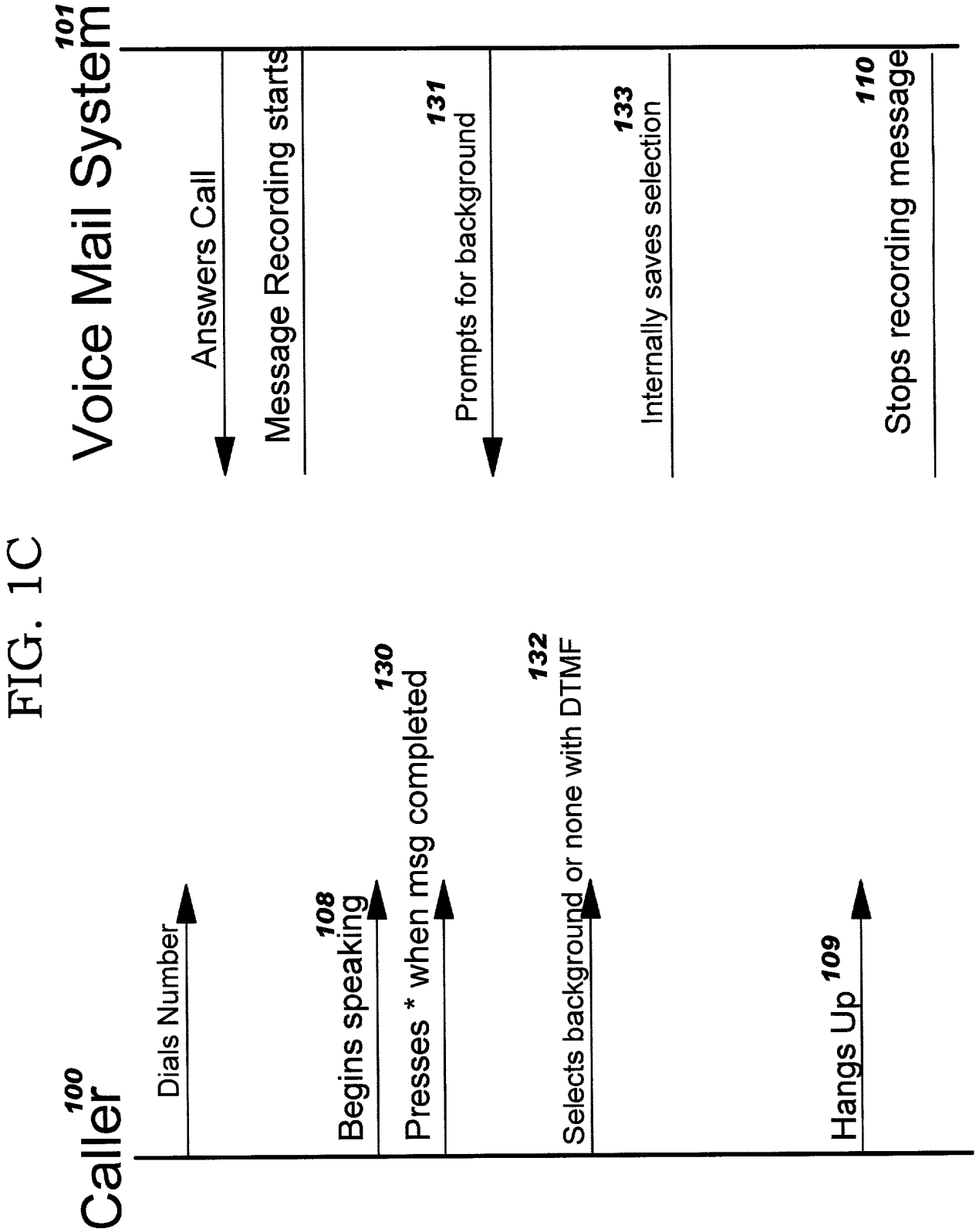


Voice Mail System¹⁰¹





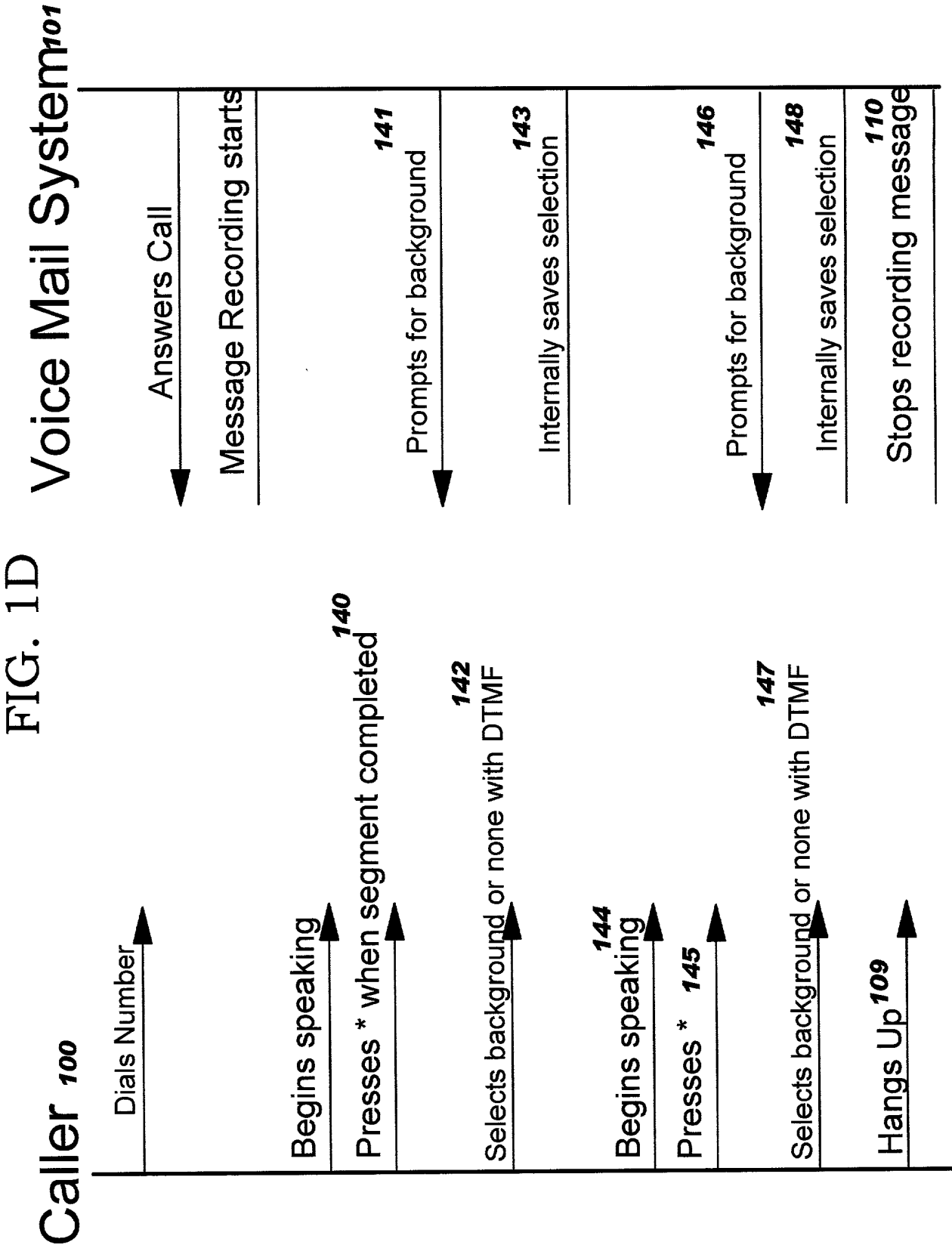
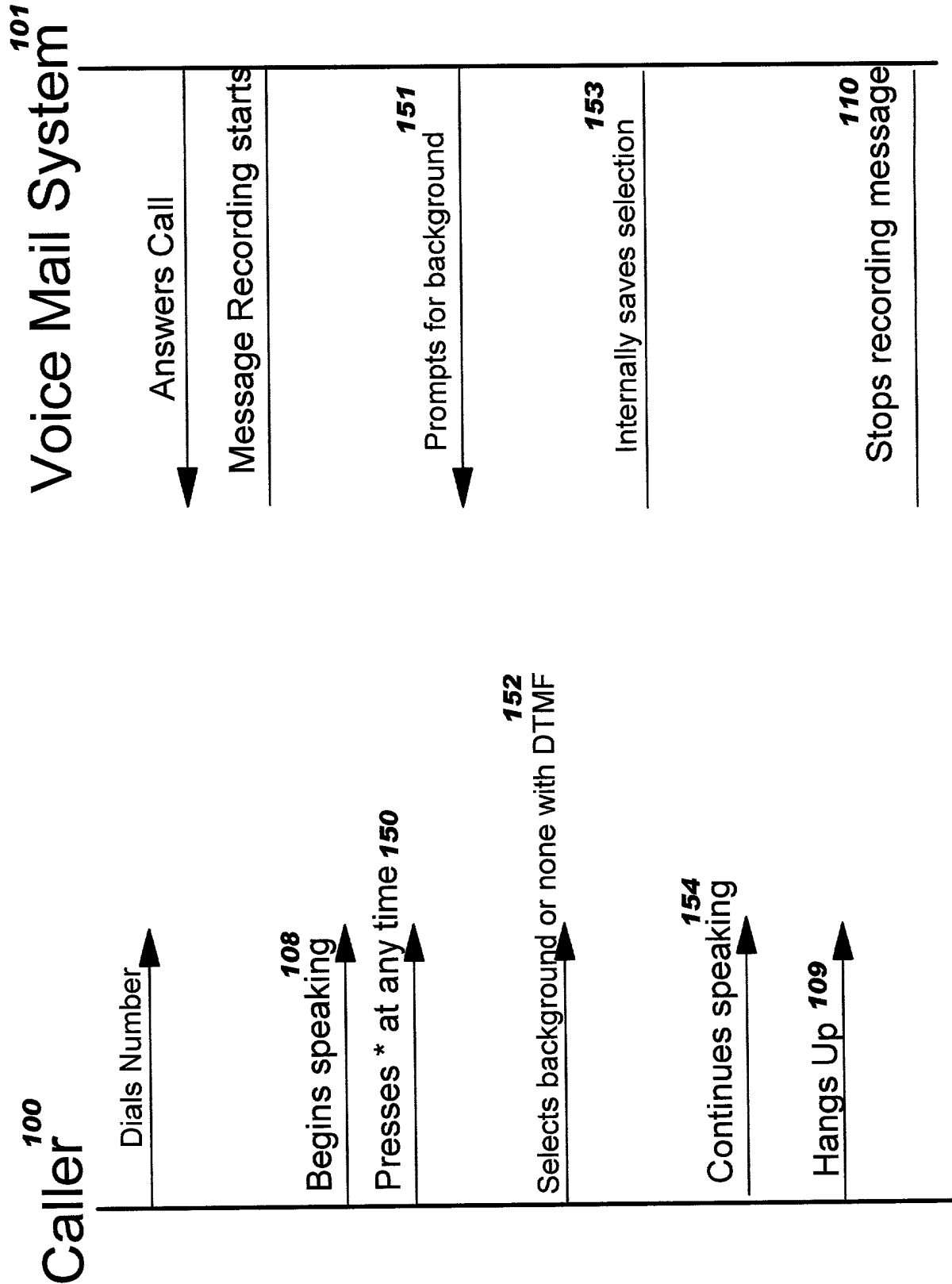


FIG. 1E



Caller 100 Voice Mail System 101

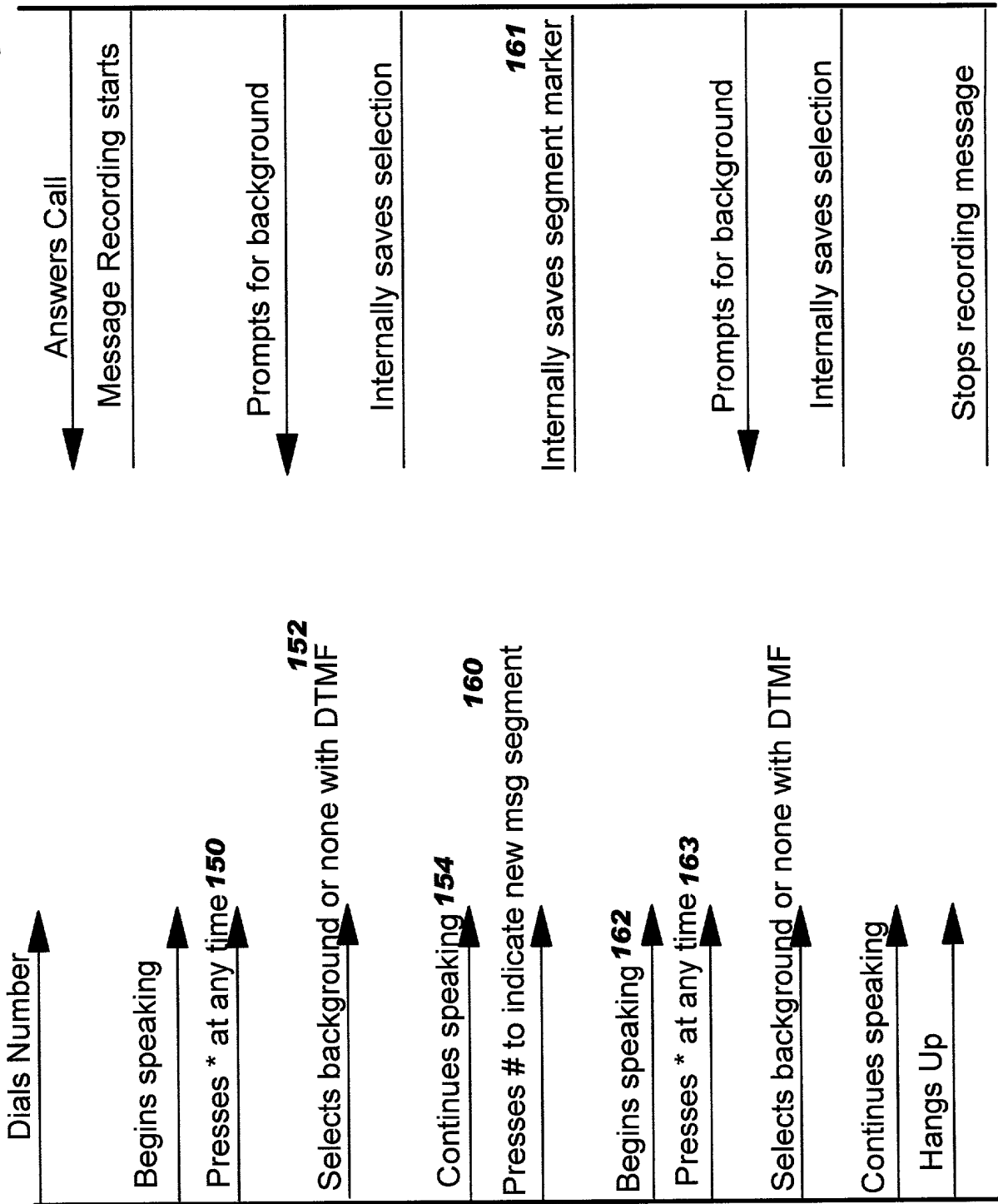


FIG. 2A

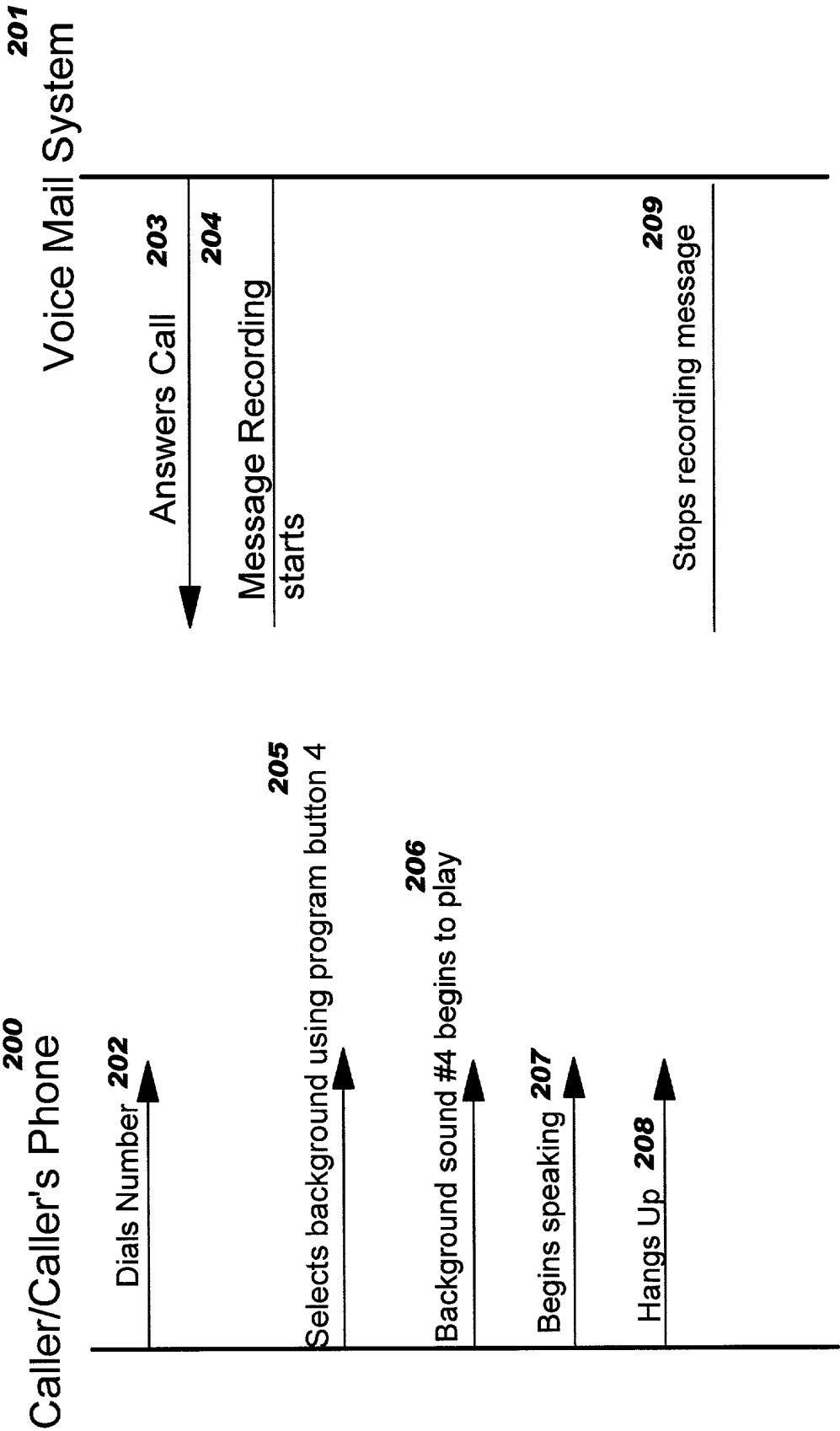


FIG. 2B

Caller/Caller's Phone ²⁰⁰

Voice Mail System ²⁰¹

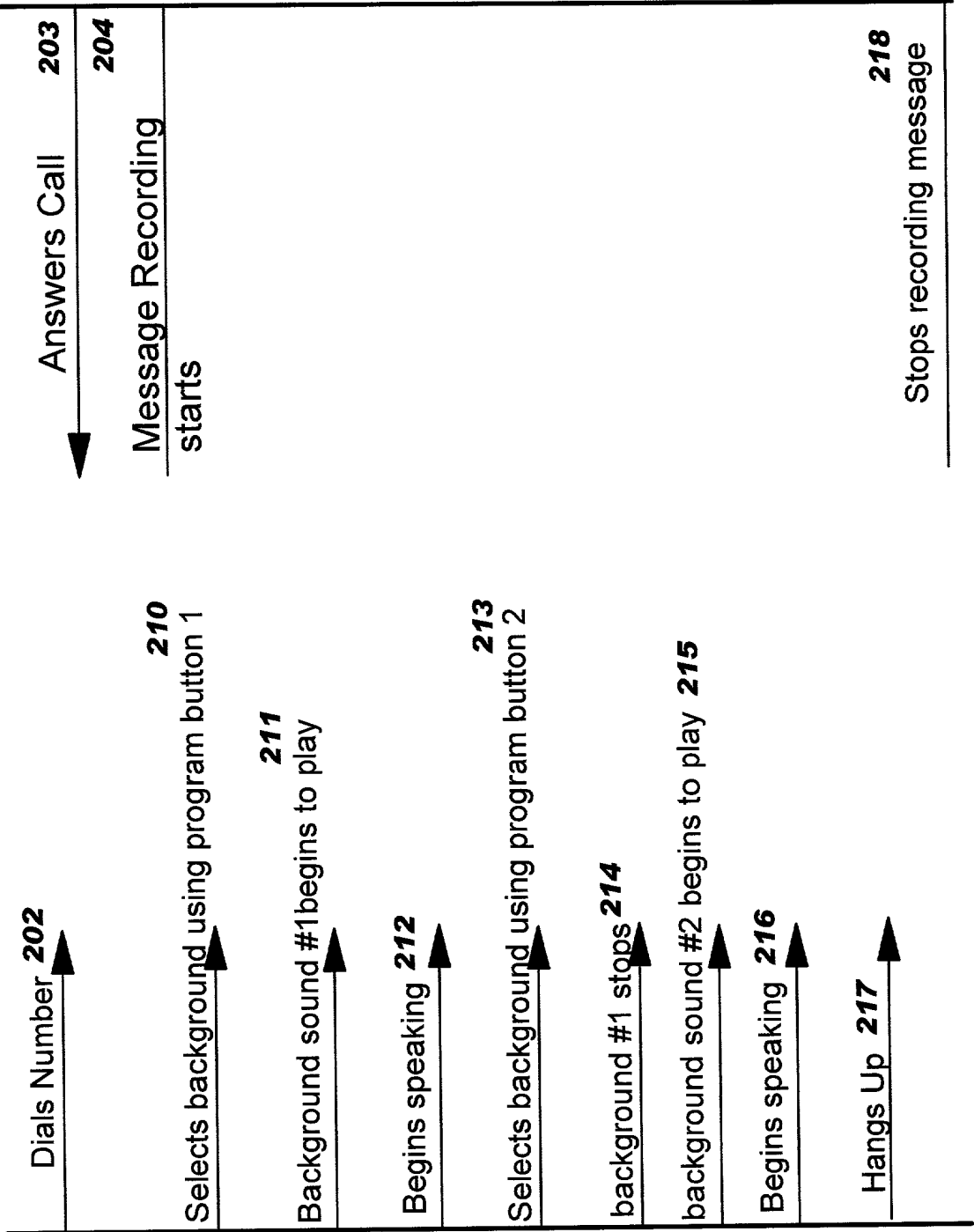


FIG. 2C

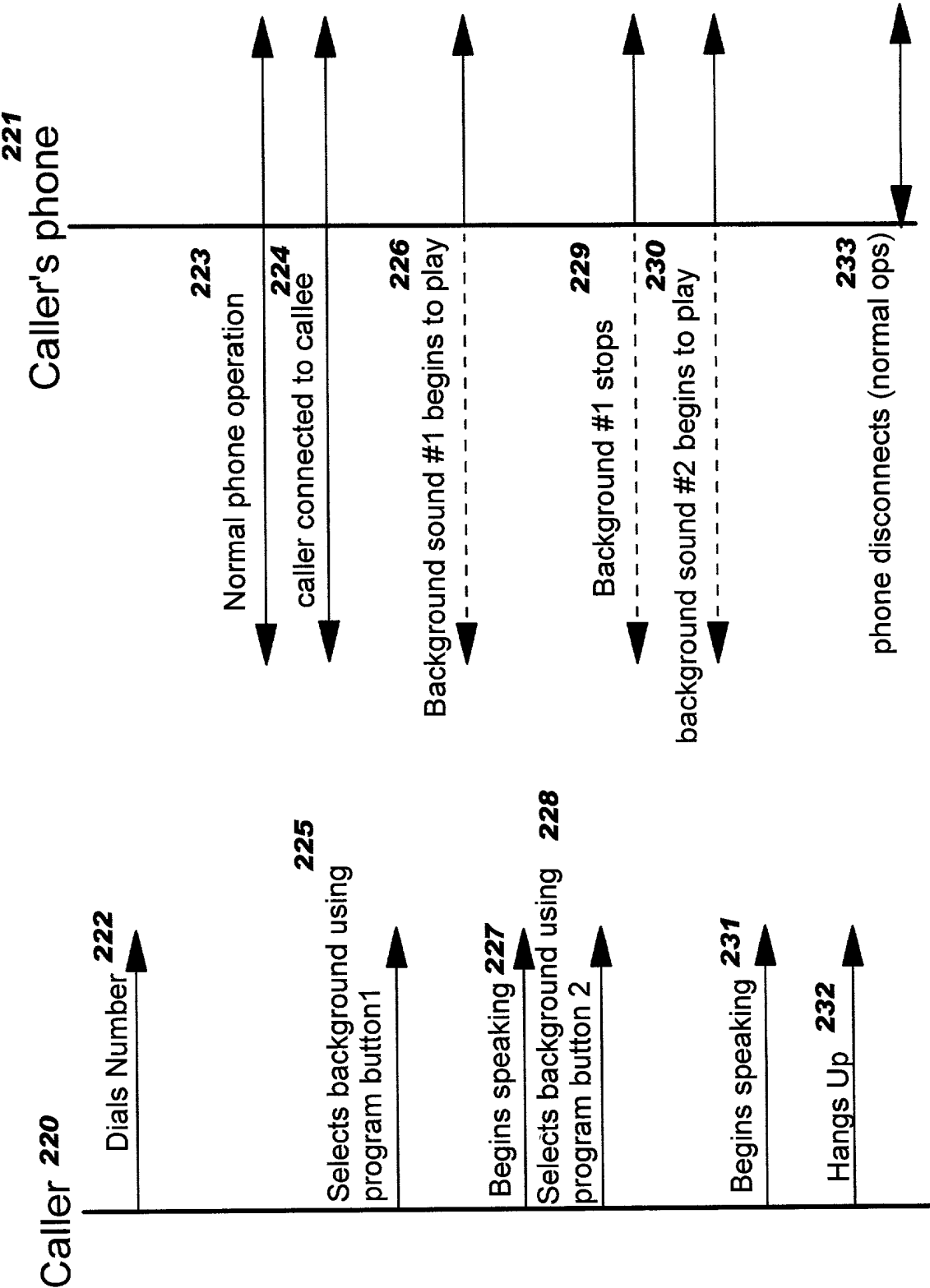


FIG. 3

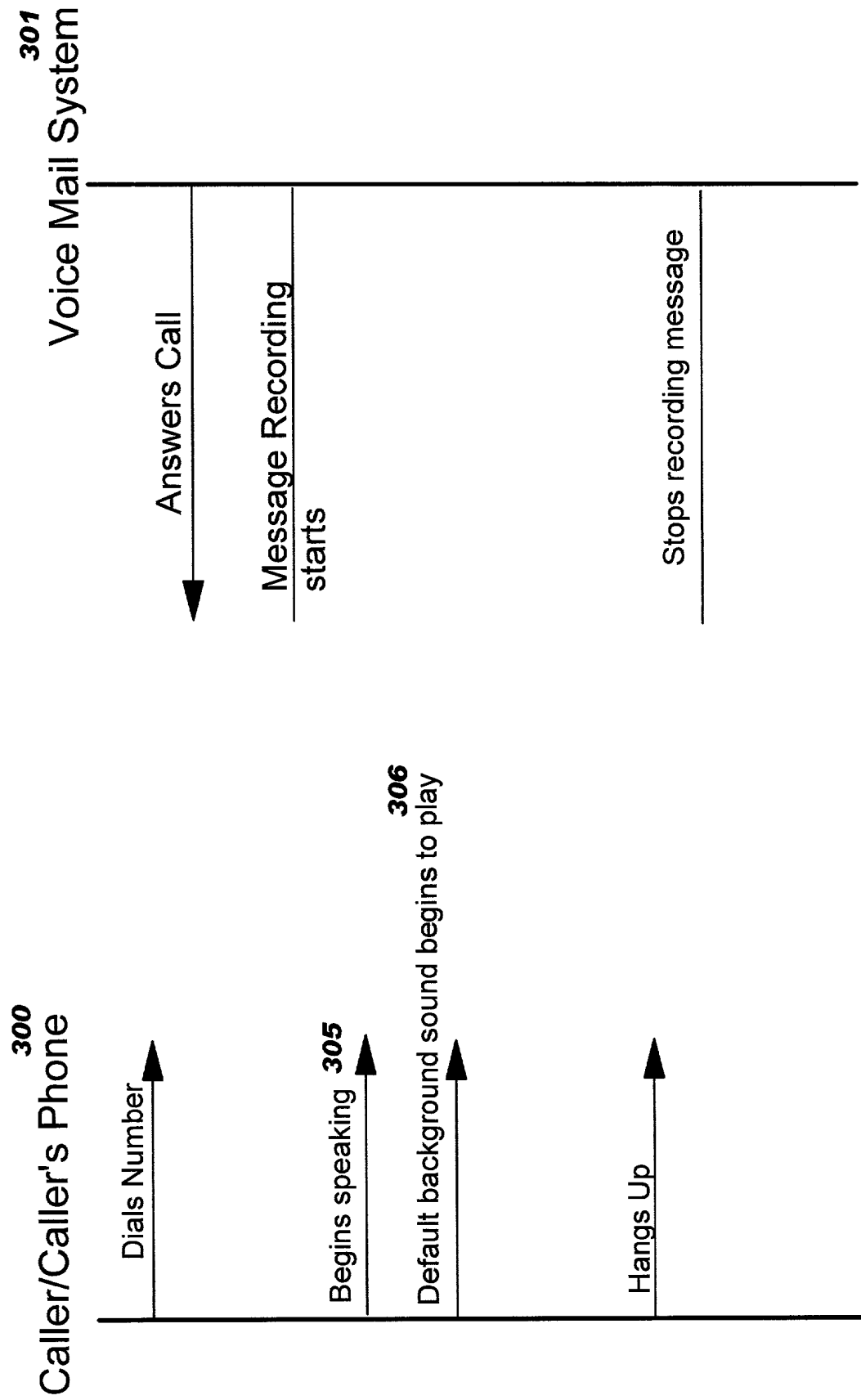
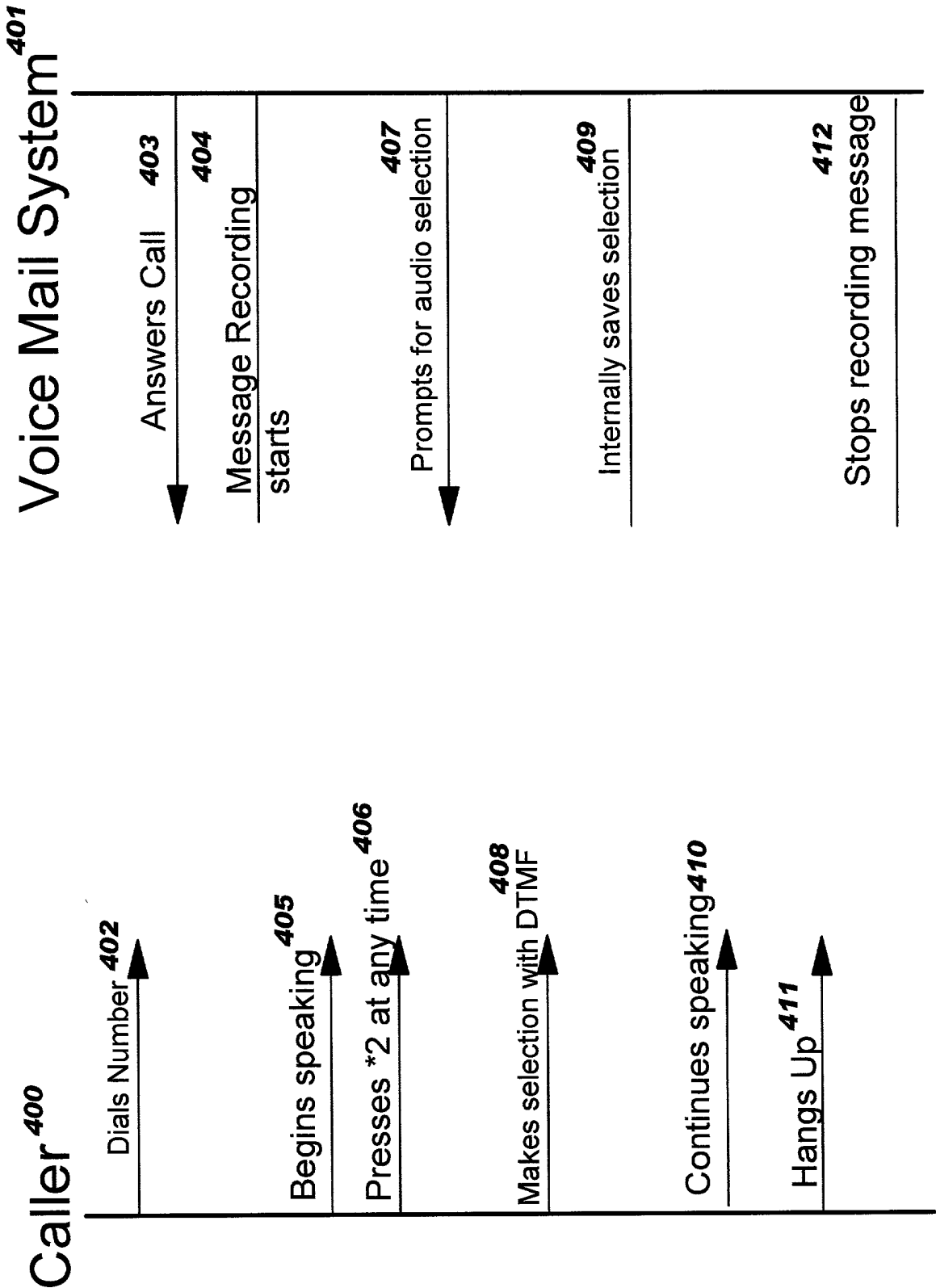


FIG. 4A



Voice Mail System 401

FIG. 4B

Caller 400

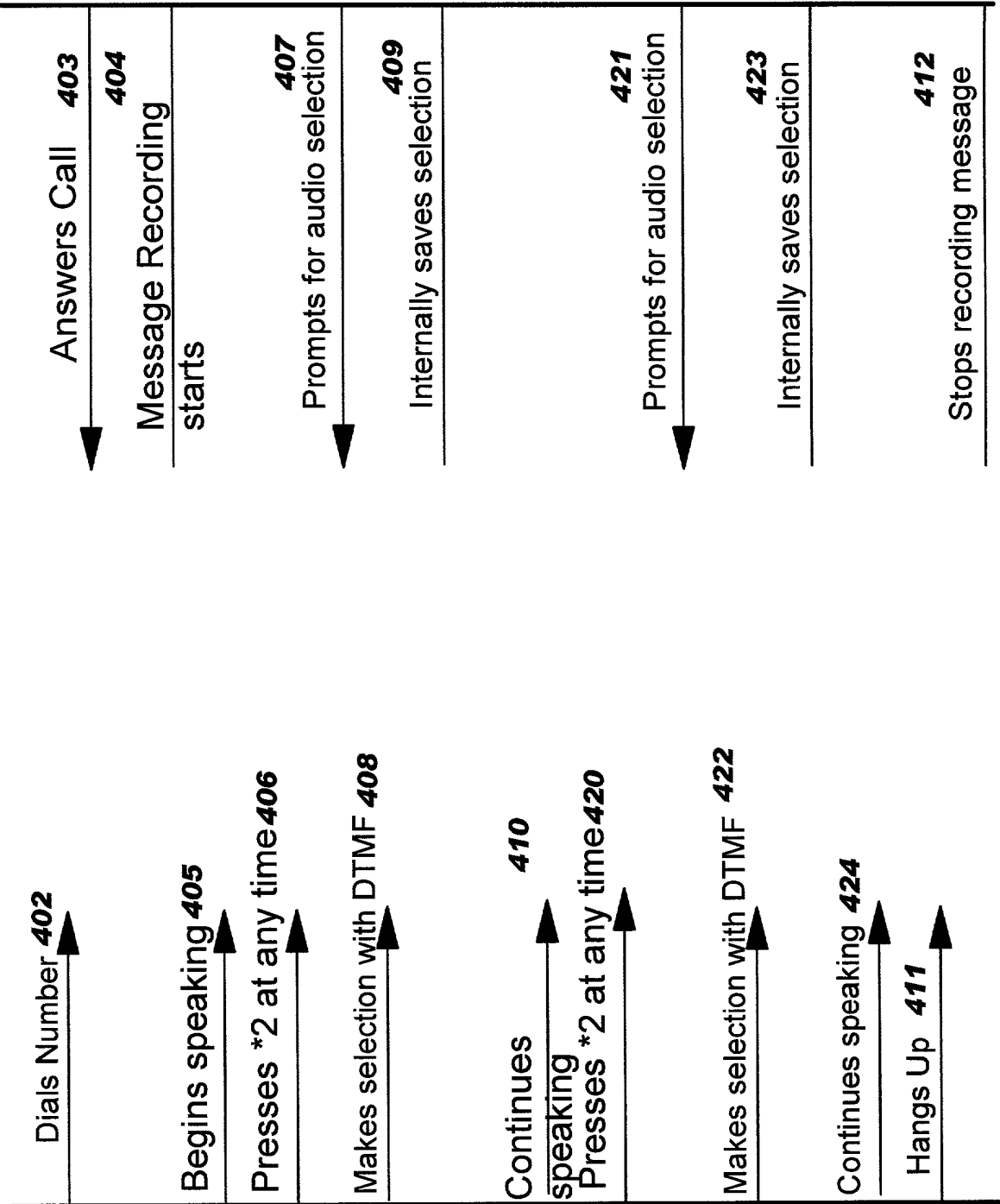


FIG. 5



FIG. 6A

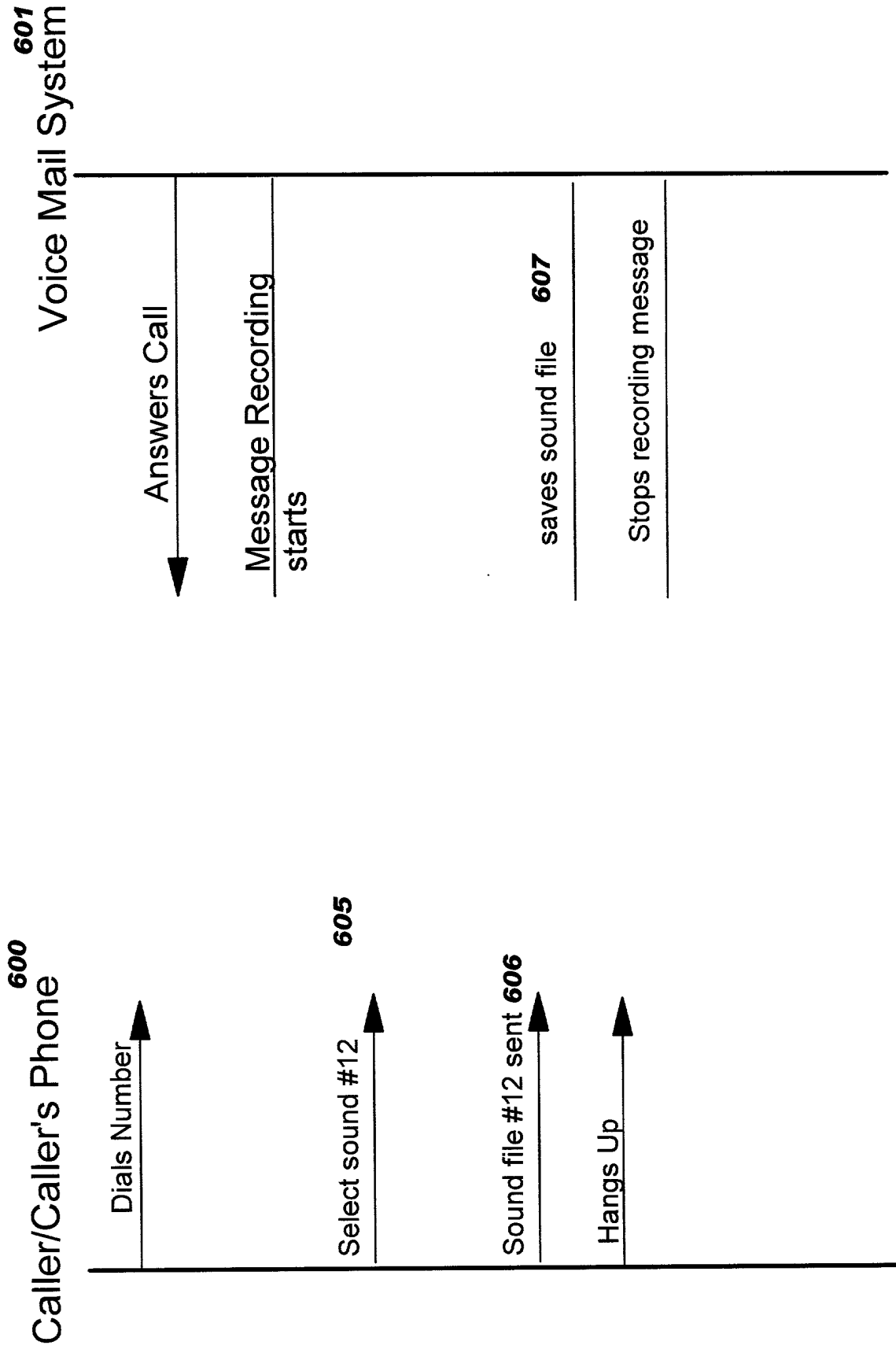


FIG. 6B

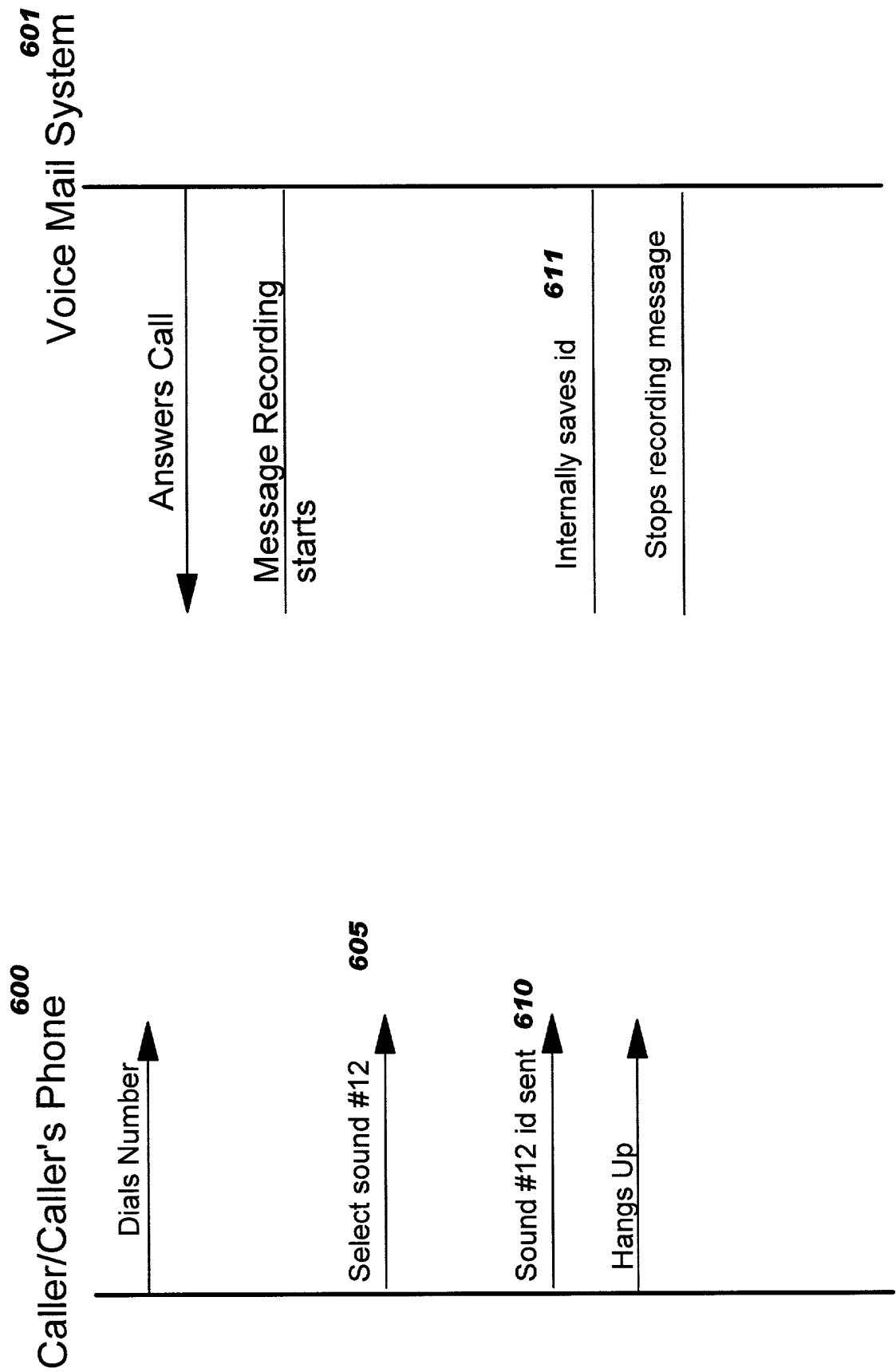


FIG. 7A

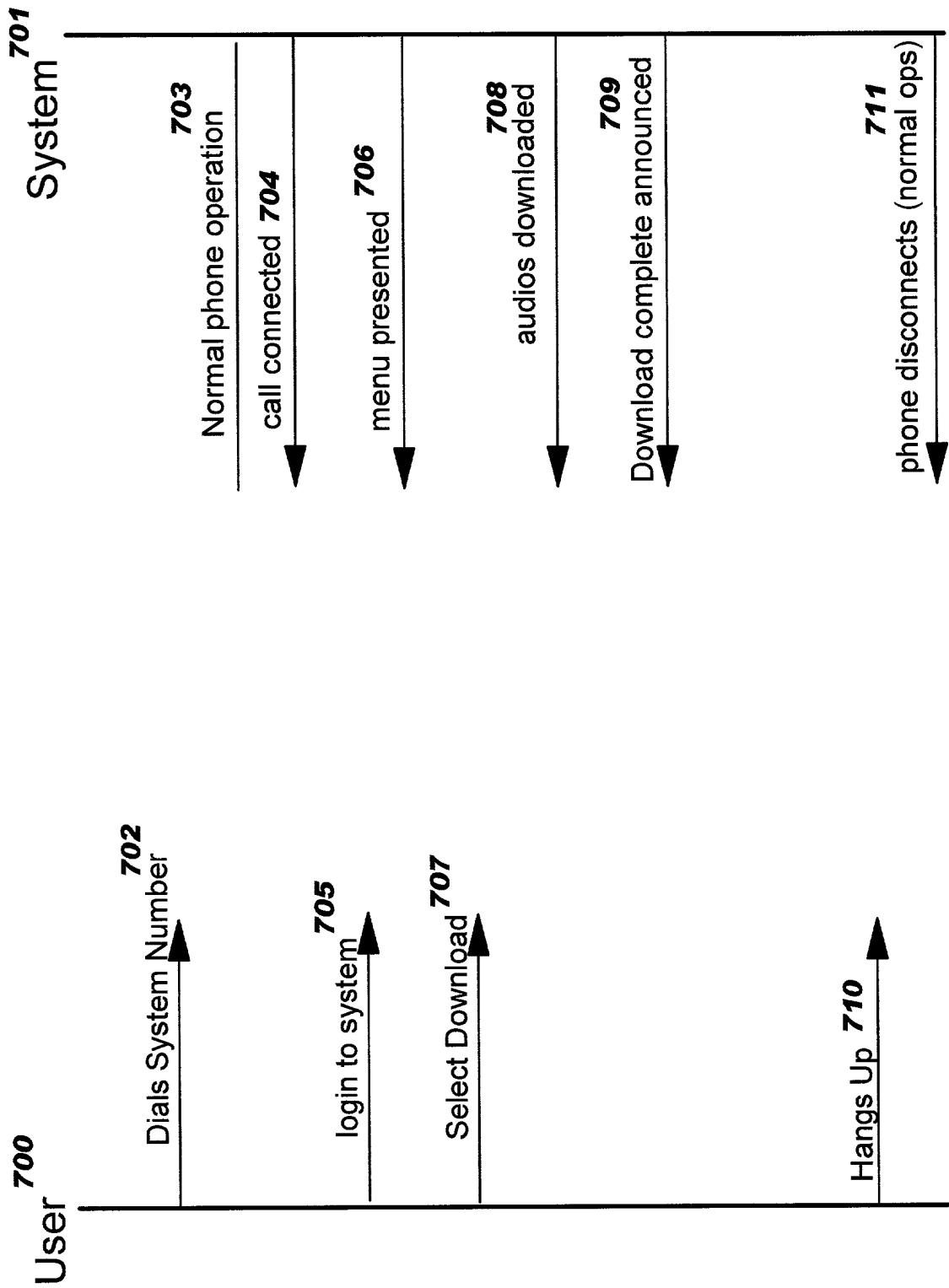


FIG. 7B

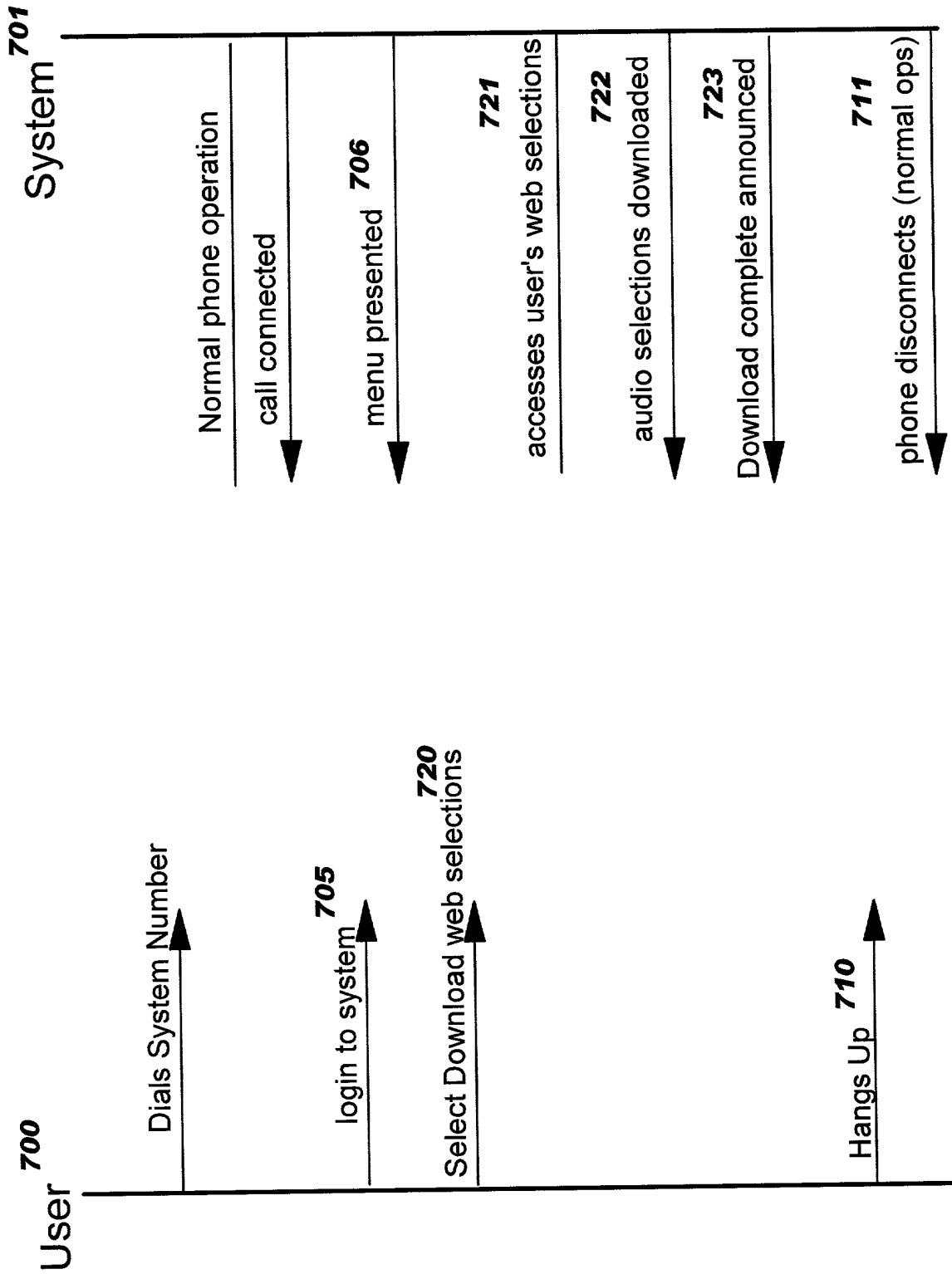


FIG. 8

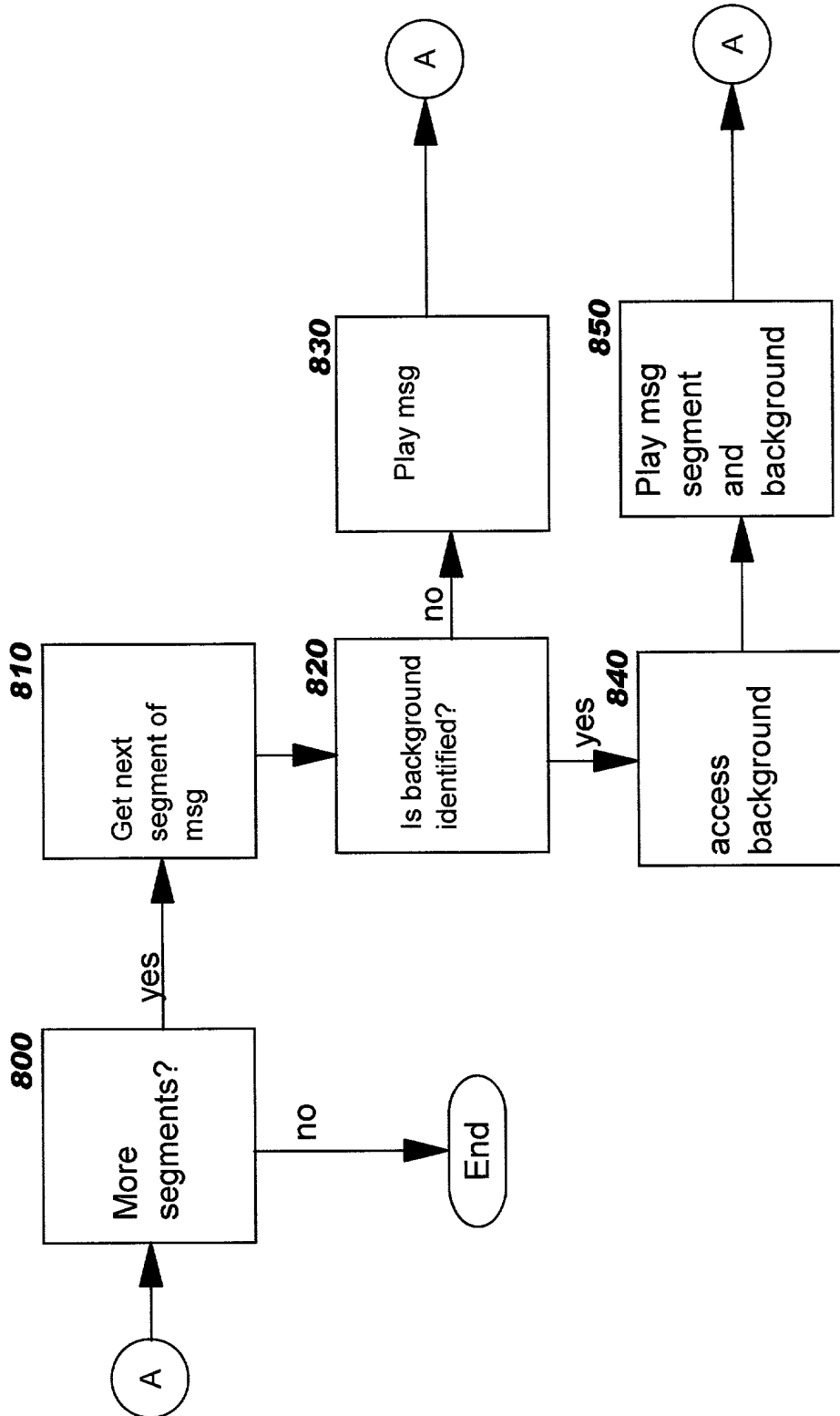


FIG. 9A

Message Segment Data Structure 900

Message segment number
Background selection number
User message

Example code:

910
#define MAX_NUM_VOICE_SEGMENTS 500

920
Struct msg_struct

{
 Int segment_number; /* this field is not necessarily required */
 Int background_selection_number;
 FILE *msg; /* could be a .wav file */
}

930
Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS]

FIG. 9B

Message Segment Data Structure⁹⁴⁰

- Message segment number
- Selection type
- Selection number
- User message (only valid if selection type is not an audio file)

Example code:⁹⁵⁰

```
#define MAX_NUM_VOICE_SEGMENTS 500
```

```
Struct msg_struct960
```

```
{
    Int segment_number; /* this field is not necessarily required */
    int selection_type; /* this is 1 = background, 2 = audio file */
    Int selection_number;
    FILE *msg; /* could be a .wav file - will be null for audio file */
}
```

```
Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS]970
```